The Legions of Middle-earth supplement suggests many ways to build Orcish forces. Here, we consider three different approaches.

Ed Sires: I was drawn to the army of the fighting Uruk-hai for two main reasons. The first is that they’re evil! I very rarely field an army that is not evil. The second reason is that, while playing (thanks mainly to the great movie trilogy), you get to scream great quotes like, “Looks like meat’s back on the menu boys!” I rarely field an army that I don’t encourage me to be boisterous while playing. Though these reasons for playing an Uruk-hai army are, I feel, as good as any, there are some others. The Uruk-hai are dead hard, have numerous conversion possibilities, and are very dramatic to paint. In short, Saruman knew what he was doing when he mustered these muscle-bound monstrosities for his army to wage war against the Free Peoples of Middle-earth!

The core fighters in my army are the Uruk-hai warriors with swords and shields. Backing up these soldiers are Uruk-hai with pikes. Leading these warriors is Saruman. Keeping the White Wizard near the main fighting is a must, as the Uruk-hai tend to run if they lose too many of their Uruk-hai-in-arms. It is also fun to watch Saruman use Sorceous Blast against the Rohirrim before the Uruk-hai charge in for the kill!
I painted this 1,000-point Legion in two 500-point blocks. Each took about 2 weeks to finish, painting 1-2 hours per night. I am not a Golden Demon painter by any stretch. However, I enjoy the look of the striking white hand against the dark colors of flesh, armor, and black cloth. I think my results are good for a gaming force.

The Uruk-hai of the White Hand can withstand heavy punishment, look dramatic on the field of battle, and as I can readily attest, give their leader a chance to enjoy himself by getting into character on the sidelines of the battlefield.

The Orc overseer provides Ed with a bit of comic relief when things aren't going his way.

Ed's mighty Isengard Troll conversion stands ready for action.

<table>
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<tr>
<th>Unit</th>
<th>Points</th>
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<tr>
<td>Isengard Troll</td>
<td>105</td>
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<tr>
<td>4 Uruk-hai Scouts 36</td>
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<tr>
<td>9 Uruk-hai Scouts 77</td>
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<tr>
<td>2 Uruk-hai Berserkers</td>
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<tr>
<td>Uruk-hai Demolition Team</td>
<td>81</td>
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<tr>
<td>3 Feral Uruk-hai</td>
<td>36</td>
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<td>Urasku, Uruk-hai Scout Captain</td>
<td>60</td>
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Dave Taylor: I've wanted to finish off a force of Uruk-hai ever since I saw Saruman send Lurtz and his scouts on their mission to bring back the Hobbits in that wonderful scene from *The Fellowship of The Ring*. Unfortunately, Dwarfs, Riders of Rohan, Men of Minas Tirith, and even Elves always seemed to get in the way.

Fortunately for my Uruk-hai brethren, the Legions of Middle-earth supplement arrived, and I saw a huge number of exciting new Isengard troop choices and awesome models. With the hardy backbone of troops I bought in the Forces of Isengard boxed set (30 Uruk-hai Warriors and 18 Warg Riders), the new plastic Scouts and fantastic Dunlending pins form a formidable Legion.

While the army looks fairly standard, there are quite a few subtle conversions, primarily head and weapon swaps. No two Crossbowmen are alike. The same goes for my Uruk-hai with swords and shields. My Scout Captains were converted for *Black Gobbo* a few months ago and have now been painted. One model to point out is the Scout with “banner” As these troopers spend a lot of time running through forests and the like, I switched out the typical cloth banner for drums made from the helmets of Gondor, Mordor, and even Isengard.

The painting took very little time, thanks to my trusty Tank Brush and an earthy palette. I initially drybrushed Tin Bitz and Boltgun Metal on models with a lot of metal armor and Scorched Brown on models with leather armor. Keeping my palette of colors quite small was very helpful.

In all, it took just under 2 weeks to finish this 1,250-point Legion. Now I’m looking for a leader who can field 40 or 50 valiant Riders of Rohan to challenge my force.
Dave plans to use Saruman to funnel his enemy toward the Uruk-hai pikes, while Grima sows confusion and doubt among the enemy’s Heroes.

The Uruk-hai Shaman will stand ready to support any wavering parts of the Isengard battle line.

Dave will use his Warg Riders to harass the flanks of the enemy’s force.

**Dunlending Chieftain** 35

**12 Uruk-hai Warriors** 120
- 8 with pikes, 4 with shields

**5 Dunlending Warriors** 35
- 1 with shield, 2 with bows, and 2 with two-handed weapons

**6 Uruk-hai Scouts** 84
- with shields and banner

**Uruk-hai Captain** 60

**Saruman** 170

**Grima Wormtongue** 25

**1 Uruk-hai** 39
- with banner

**6 Warg Riders** 82
- with bows, throwing spears, and shields
Forces of the Red Eye March Forth

Jake Landis: I chose to build an Orc Legion because of the many different Orc models available. While most troop types are available in maybe 12 to 15 different poses, Mordor Orcs have something like 40 different models. As I was going to have paint a lot of these models for the horde I had in mind, the variety of the range appealed to me a great deal.

In my mind, Orcs are not very picky. When they see a nice shiny suit of armor on the guy they just ran through, their first inclination is to replace their old junk. I demonstrated this inclination on a few of my models by taking helmets, breast plates, and weapons from other armies and mixing them in.

Orc armor tends to be roughly fashioned from scrap metal, and the same goes for their weapons. When weapons and armor are built quickly, a great many styles emerge. Thus, painting each Orc is a new project, and the variety keeps me motivated.

The color palette of an Orc army is also limitless. The rags that Orcs wear generally have been torn and mended many times. The clothing can come in many different colors, as long as they look old and soiled. Orc flesh can also be painted in many different colors, from a reddish pink to brown to a sickly yellow-green.

Tactical choices with my Orcs to be fairly simple: run across the board, surround the enemy, and kill. If you like this type of game play, then Orcs will always be for you.

When you command a Legion of Mordor Orcs, you will have many different troop types at your disposal. The most common is the basic Orc warrior, but you can also call on the aid of Trolls and elite troops like Mordor Uruk-hai and Morannon Orcs. I chose to run my Legion in three sections. Each contains a Nazgul, a Captain of some sort, and a banner. Two of my divisions are accompanied by Trolls. In theory, this arrangement allows each section to be self-reliant, and I can send each on separate missions. I've been very pleased with how my Orcs have performed on the tabletop, and I'll continue to add new models any chance I get.
Jake taunts his opponents by using these "Prodo and Sam in Orc armor" promotional models as Orc Warriors.

The relatively low point cost of Orcs allows Jake to include TWO Mordor Trolls in his Legion.

Using three well-powered Ringwraiths to support his troops, Jake provides some nice mobile firepower and much needed Might Points.

**Units and Points:***

- **Mordor Troll**: 100 points
- **4 Orc Warriors with bows**: 24 points
- **1 Orc Warrior with banner**: 30 points
- **Orc Captain**: 45 points
- **11 Orc Warriors with bows, 4 with shields, and 3 with two-handed weapons**: 66 points
- **10 Orc Warriors with bows, 4 with shields, and 2 with two-handed weapons**: 60 points